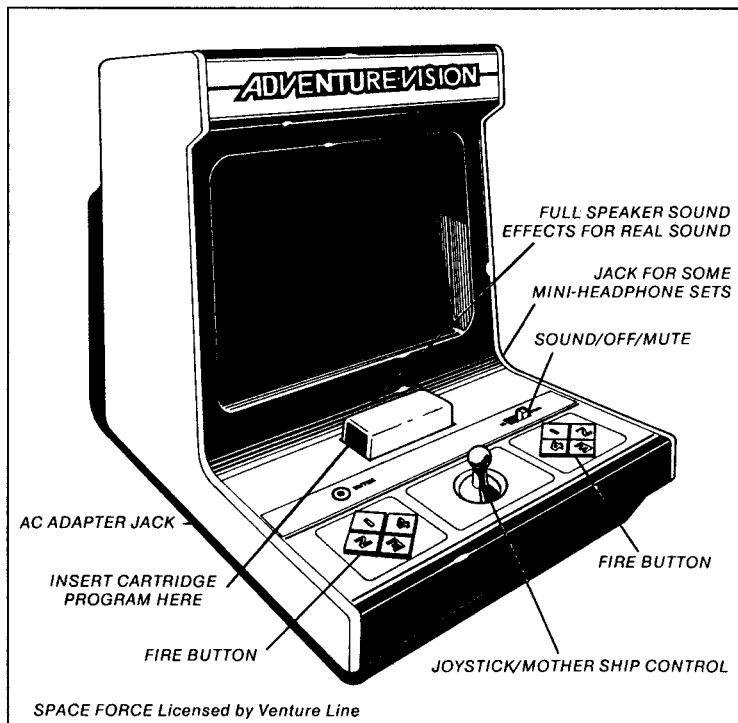


No. 6078

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ADVENTURE VISION™ SPACE FORCE™



© 1982 ENTEX INDUSTRIES, INC., COMPTON, CA 90220
SOME PARTS OF CARTRIDGE MADE IN TAIWAN/LITHO IN USA/PATENT PENDING

CAUTION - BEFORE INSERTING SPACE FORCE CARTRIDGE PLEASE READ GENERAL ADVENTURE VISION INSTRUCTIONS.

Welcome to the exciting world of ENTEX new tabletop cartridge game system. Adventure Vision is a totally new and unique concept in personal graphics display. It utilizes computer age solid state electronics, and through its special viewing screen system places 6,000 separate and distinct light locations for a graphics display that is virtually unequaled.

The Space Force cartridge is patterned after the world famous Space Force video arcade machine by VENTURE LINE. Before you play this sophisticated game, please read all instructions, then follow these easy steps.

1. CARTRIDGE INSERTION

Turn game to off. Insert Space Force cartridge in the Adventure Vision port.

2. OBJECT OF THE GAME

The object of Space Force is to score as many points as possible while repelling attack wave after attack wave of evil alien space ships. Unfortunately, the battle takes place in a meteor shower. You are in command of the Mother Ship and your phaser cannon can rotate 360°. It is your mission to shoot your way through the meteor shower and then kill as many alien space ships as possible.

3. CONTROLS

A. SOUND/OFF/MUTE

SOUND turns the game on and engages the speaker for a wide variety of sound effects. MUTE enables the game to be played with no sound coming through the main speaker.

B. JOY STICK

Pushing the JOY STICK to the left rotates the phaser cannon on the Mother Ship counter clockwise. Pushing the JOY STICK to the right rotates the phaser cannon on the Mother Ship in a clockwise direction. Pushing the JOY STICK forward causes the Mother Ship to thrust in the direction indicated by the phaser cannon. Pulling the JOY STICK back reverses the direction of the phaser cannon 180°. If, for example, the cannon is in the 12 o'clock position, pulling back on the JOY STICK instantly moves the cannon to the 6 o'clock position.

C. BUTTON 2

Button 2 is used to set Adventure Vision for a single player.

BUTTON 1

Button 1 is used to set Adventure Vision for 2 player alternate play.

BUTTON 3

Button 3 initiates the firing sequence and causes a phaser blast to shoot in the direction indicated by the cannon.

BUTTON 4

Button 4 is not used in this game.

4. POINT SCORING

Points are scored with each meteor destroyed.

Meteor Size:	(Largest)	20*
	2	50*
	3	80
	4	110
	5	140
	6	170
	7 (Smallest)	200

Note: Each time a meteor is hit it will either split into two equal parts or disappear off the screen. In the first "round" of play (before you clear the screen of attacking meteors), when a large meteor is hit it will split into two smaller parts. When you hit the "parts", they will disappear. Play gets progressively more difficult in each succeeding "round." In the second "round," when you hit the split-meteors, they split again and you must then hit the "parts" to make them disappear. In the third "round," you hit the initial meteor, it splits, you hit each "part," they split, and then you must hit the small pieces for them to disappear. This same process goes on until you reach the smallest meteors in "round" 7. Point values for destroying meteors are listed above.

Alien attack ships — Large Xenac attack ship — 200 points
Small Zeral attack ship — 1000 points

5. GAME STATUS DISPLAY

The game status display appears after each Mother Ship is destroyed. It shows the score for one or two players and the number of Mother Ships remaining. A new Mother Ship is awarded at each 10,000 points scored.

6. TWO PLAYER ALTERNATE GAME MODE

Before each game, the player must choose the game mode desired. "Player ?" will appear in the center of the display at which time the (2) button can be pressed to select single player mode or the (1) button can be pressed to select the two-player mode. In two player mode, player one is always first and the display will show which competitor is to play each time a Mother Ship is destroyed.

7. STRATEGY

As mentioned earlier, the object of Space Force is to score as many points as possible by destroying aliens and meteors. Space Force is a high action, high speed game that requires both skill and coordination. Just rotating the cannon and shooting it randomly will insure quick destruction of the Mother Ship. When you first begin to play, get used to maneuvering at a slow speed. This is accomplished by pressing the JOY STICK forward which will thrust the Mother Ship in the direction of the phaser cannon. Keep in mind, the object is to score points and the little space ship is worth a thousand points. Also learn the sound effects, as the appearance of an alien ship is accompanied by its firing at you. Good hunting!

8. END OF GAME

At the beginning of the game, you have 5 Mother Ships and as mentioned earlier, an additional Mother Ship is gained with each 10,000 points scored. The game is over when all Mother Ships are destroyed.

If additional **ADVENTURE VISION** cartridges are not available in your area, you may order these, all based on exciting arcade games:

TURTLES™ - The exciting game of chase and rescue.

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Adventure Vision and one cartridge	\$40.00
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